ALONE IN THE DARK 3

INFOGRAMES

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CONFIGURATION REQUIREMENTS

- An IBM PC AT or 100% compatible computer (386 DX 33 MHz minimum).
- 4 MB RAM of which 2760 KB EMS (Expanded Memory Specification)
  592 KB conventional memory
- VGA 256-colour graphic mode.
- Hard disk compulsory (35 MB free required).
- CD-ROM drive with audio output.
- MSCDEX 2.21 or higher.
- Sound card: Sound Blaster or 100% compatible.

OPTIONAL
- Microsoft WINDOWS 3.0 or higher.

WARNING
Since this booklet was written some last minute changes may have been made to the program. If this is the case the updates will be outlined in the README.TXT file that has been included on the CD-ROM.

Under DOS, type **type G:\readme.txt**

START-UP

For convenience, in this manual we suppose that your CD-ROM drive is G. If this is not the case, replace G: by the correct letter in the above command line. If you are not sure, check the letter of the CD-ROM DRIVE while booting.

INSTALLATION UNDER DOS

INSTALLING THE GAME UNDER DOS
- Switch on your CD-ROM drive.
- Switch on your computer.
- Insert the CD in the CD-ROM drive.
- At the C:\> prompt, type G:\INSTALL and press RETURN.
- 3 icons will be displayed:
  Options: To access the installation options.
  Install: To start the installation.
  Exit: To exit the installation.
- Click onto the chosen icon (the program will guide your steps).

CHANGING THE CONFIGURATION UNDER DOS

Now or later-on, you can change a number of game parameters (language, sound card):

- At the DOS prompt C:\>, go to the directory which contains the game, using the DOS command CD (e.g. CD INFOGRAM\INDARK3). Type INSTALL and press RETURN.
- After modifying the parameters in the Options window, click on the Update icon to validate the changes.

STARTING THE PROGRAM UNDER DOS

Before starting the game, be sure that the CD is in the CD-ROM drive.

Place yourself in the directory in which you installed the game, using the DOS command CD (e.g. CD \INFOGRAM\INDARK3) and press RETURN.

Type in AITD3 and press RETURN.

Be careful! During play, the CD-ROM ALONE IN THE DARK 3 must always be loaded and the CD-ROM drive must be locked.

INSTALLATION UNDER WINDOWS

INSTALLATION UNDER WINDOWS

- Switch on your CD-ROM drive.
- Switch on the computer.
- Insert the CD in the CD-ROM drive.
- Load the WINDOWS program if necessary.
- In the Program Manager screen, click onto FILE. Next click onto the RUN option.

- The RUN dialogue box opens with the cursor flashing in the Command Line input field. Type G:\WINSTALL, then click onto the OK button.
- 3 icons will be displayed:
  Options: To access the installation options.
  Install: To start the installation.
  Exit: To exit the installation.
- Click onto the chosen icon (the program will guide your steps).

CHANGING THE CONFIGURATION UNDER WINDOWS

Now or later-on, you can change a number of game parameters (language, sound card):

In the Program Manager screen open the ALONE IN THE DARK 3 window.

Next double-click on the Update icon.

After modifying the parameters in the Options window, click on the Update icon to validate the changes.

STARTING THE PROGRAM UNDER WINDOWS

Open the window ALONE IN THE DARK 3 in the Program Manager screen. Then double-click on the ALONE IN THE DARK 3 icon to start the game.

HOW TO PLAY ALONE IN THE DARK 3

You are Edward Carnby, and journalists have nicknamed you "Supernatural Private Eye" after your two previous investigations. This time you will explore a ghost town founded in the times of the gold rush and again, you are alone in the dark...
However the following pages will lighten your path and help you to fight the creatures haunting Slaughter Gulch.

MAIN MENU

The main menu offers four options. Select the option of your choice using the cursor keys UP or DOWN and press RETURN to confirm.

BEGIN A NEW GAME: To start a new game.

RESUME A SAVED GAME: Gives you access to a table of the files you saved (see the section SAVING AND VARIOUS PARAMETERS).
Use the cursor keys to choose the desired file, then press RETURN.

DIFFICULTY LEVEL: You can adjust the level of difficulty. Use the arrows UP/DOWN to move around the screen and the arrows LEFT/RIGHT to choose the desired difficulty.
In the upper screen you can independently set:
+ Carnby's life points
+ Carnby's fighting power
+ The monsters' fighting power

In the lower screen you can directly choose one of 3 predefined levels of difficulty:
+ Easy mode
+ Normal mode
+ Difficult mode (In this case the settings for life points and fighting power will be automatically displayed on the upper part of the screen which you can still change as you please.)
Next move the cursor onto the line "Return to previous menu" and press the RETURN key to confirm the settings.

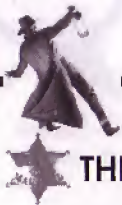**EXIT THE GAME:** you will quit the game and return to DOS or WINDOWS.

THE GAME - MOVING AROUND

You can move in any direction.
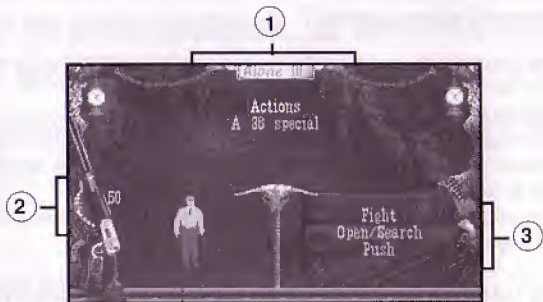The movements are exclusively controlled by the cursor keys on the keyboard.

Move forward .... ↑
Move backwards .... ↓
Turn left .... ←

Turn right .... →
Run .... ↑, release the key, then quickly press it again.

THE GAME - ACTIONS AND USING ITEMS

To carry out certain specific actions and to use any objects you have found during play, you must switch to an Options screen: press the RETURN key:

WINDOW 1 contains the Actions option the list of items you have found.
WINDOW 2 shows either your life points, or a selected item and any available reloads or cartridges.
WINDOW 3 offers a choice of actions available either to the character (if you selected the Actions option) or which can be done with the selected item.

To carry out an action: Select the "Actions" option in Window 1 and press RETURN. You will then be switched to Window 3. Use the cursor keys UP/DOWN to choose the desired action (Push, Fight...) and press RETURN.

Using an item: In Window 1 use the cursor keys to select one of the items in your possession and press RETURN to confirm. You will then be switched to Window 3. Use the cursor keys UP/DOWN to choose the desired action (Reload, Eat, Throw...) and press RETURN.
Note: Press the cursor key LEFT to return from Window 3 to Window 1.

ACTIONS

UNARMED FIGHTING: Select the Actions option (Window 1) then the Fight command (Window 3). Press the space bar to get your guard. Keep the space bar pressed down and use one of the following arrow keys:
← .... Punch with the left hand.   ↓ .... Kick.
→ .... Punch with the right hand.   ↑ .... Head butt.
Keep both the space bar and the arrow key pressed long enough for the blow to be delivered correctly.

FIGHTING WITH SWORDS AND KNIVES: After having chosen your weapon (Window 1), select the Use option (Window 3). Keep the space bar pressed down and use one of the following arrow keys:
← .... Thrust from left to right.   ↑ .... Thrust from low to high or straight
→ .... Thrust from right to left.   forward.
↓ .... Thrust from low to high.

FIGHTING WITH FIRE-ARMS: After having chosen your gun (Window 1), select the Use option (Window 3). Keep the space bar pressed down and use one of the following arrow keys:
← .... Direct the gun towards the left.   ↑ or ↓ . Fire.
→ .... Direct the gun towards the right.

OPEN/SEARCH: Place yourself as near as possible to the item or the piece of furniture you wish to open or search. Press the space bar and keep it pressed long enough to search thoroughly!

PUSH: To move a large object or a piece of furniture, press the space bar and use the appropriate arrow key.

JUMP: Select the Actions option (Window 1) then the Jump command (Window 3) if it is available. When you are back in the game use the space bar to jump.

TAKING AN ITEM: When you get near an item, a window will be displayed, asking whether or not you wish to take the item. Beware! You cannot carry more than 50 items. When you reach this number, it will be necessary to drop some of them, if you wish to take other ones.
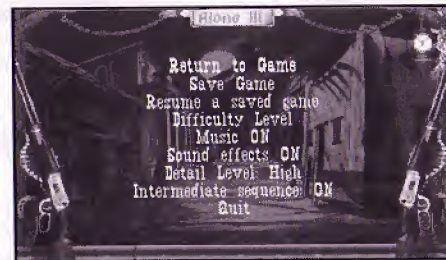
LOST IN SLAUGHTER GULCH?

Press the TAB key. An overall view of the ghost town will be displayed. A small flashing sign will indicate where you are.

SAVING, LOADING AND VARIOUS PARAMETERS

Press the ESC key to access the following screen:
Use the cursor keys to choose an option and press RETURN.

RETURN TO GAME: To resume game play.

SAVE A GAME: Use the arrows LEFT/RIGHT, to choose the volume and the directory to which you want to save the game. Then move the cursor to the line of your choice, using the arrows UP/DOWN. Type in the name of your game to be saved (e.g. sheriff).

RESUME A SAVED GAME: Use the cursor keys to select the saved game that you want to resume (according to the volume, the directory and the name of the saved file). On top of the screen will be the difficulty level of each saved game.

DIFFICULTY LEVEL: Gives you access to a screen where you adjust the level of difficulty (see section MAIN MENU).

MUSIC ON/OFF: Allows you to activate or deactivate the music.

SOUND EFFECTS ON/OFF: Allows you to activate or deactivate the sound effects.

DETAIL LEVEL: LOW/HIGH: This function allows you to set the detail level. If you choose DETAIL LEVEL LOW, the program will run faster.

QUIT: You will return to the main menu, without saving the game (see corresponding section).

To confirm the chosen option, press RETURN.

OTHER USEFUL KEYS

Some keys on the keyboard allow you to change certain parameters during game play without accessing the screen mentioned in the previous section:
S: Activates/Deactivates sound effects.
M: Activates/Deactivates the music.
P: Pause (the game will be "frozen" until you press the space bar).

TROUBLESHOOTING GUIDE

It is possible that one of the following error messages appears during installation or game play. These errors may be due to the fact that the hardware or software configuration of your computer doesn't suit the configuration requirements. (Please refer to the user manual of your computer for further details).

MEMORY-00: NOT ENOUGH CONVENTIONAL MEMORY.
To check the amount of conventional memory available, use the MEM or CHKDSK tool supplied with your DOS (Note: 1 KB = 1024 bytes).

Optimising the memory
- Check in your CONFIG.SYS file which memory manager your computer uses.
- If you use the memory manager QEMM program, run the OPTIMIZE tool.
- If you use the memory manager EMM386.EXE, run the MEMMAKER tool.
Both of these programs reorganise the memory by trying to make as much room as possible.

MEMORY-01: NOT ENOUGH EMS
- Make sure that your CONFIG.SYS file contains an EMS manager such as EMM386 or QEMM. To check the amount of available EMS, use the MEM or CHKDSK tool supplied with your DOS (Note: 1 KB = 1024 bytes).
- If you use EMM386, make sure that your CONFIG.SYS file contains the following line: DEVICE=C:\DOS\EMM386.EXE 3008 RAM (3008 being the number of KBytes of needed EMS). Check again the EMS size which has been actually been allocated.

CDROM-00: CD-ROM DRIVE NOT DETECTED

- No CD-ROM driver has been detected. Make sure that your CONFIG.SYS file contains a CD-ROM manager and that your AUTOEXEC.BAT contains the MSCDEX.EXE manager.
- To check if your CD-ROM drive works properly, just display the contents of your CD-ROM (DIR G:).
- In case of problems, re-install the drivers from the original disks supplied with your CD-ROM drives.

CDROM-01: WRONG CD-ROM

- There is no CD-ROM in your drive, or it is not the right one.
- Make sure that your CD-ROM drive is locked and that you've inserted the right CD-ROM with the label facing upwards.

FILE-00: READ ERROR

An error has occurred while reading data. Retry the operation.
If the error persists, please contact our Customer Service Department.

FILE-01: OPEN FILE ERROR

One file cannot be found. Re-install the game completely.
If the error persists, please contact our Customer Service Department.

If you have tried all the solutions offered in this manual and still cannot solve the problem, do not worry, contact INFOGRAMES at the following address, after answering the following questions:

Type of machine (microprocessor 386, 486...) ....

Largest executable program size ....

Total eXtended Memory (XMS) ....

Sound board type ....

Name and type of CD-ROM drive ....

Do you use a hard disk compressor? ....

DOS version ....

Name of the graphics card ....

INFOGRAMES Ltd.
Customer Service Dept.
14 Smedley Street
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Tel: 071 738 8199 (office hours)
Message desk operates on 0891 244 444 twenty-four hours a day.

For hints and tips on ALONE IN THE DARK 3 and other INFOGRAMES products call 0891 244 444 -
Calls on the INFOGRAMES 0891 number cost 39p per minute cheap rate.
49p per minute at all other times. Maximum possible cost £3.68. Please get permission from the person paying the bill. The above information is correct at time of publication January 1995.

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